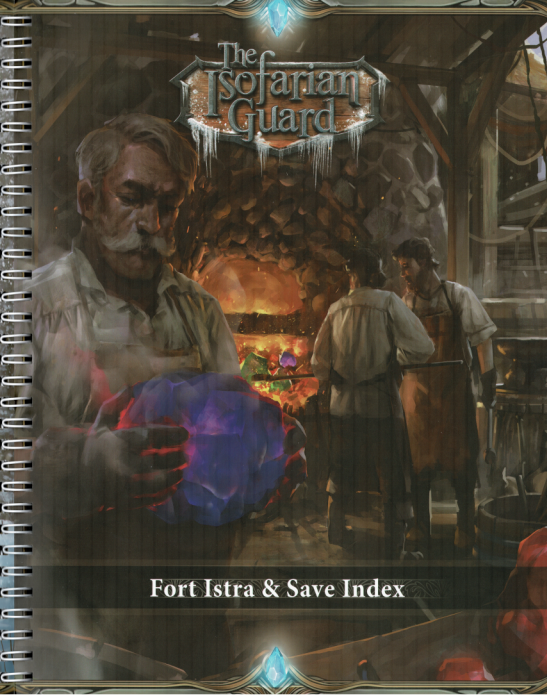

The Isofarian Guard
Fort Istra & Save Index

Table of Contents

Table of Contents 1
Welcome to Fort Istra 2
Fort Istra Commissions 3
Lumbermill 7
Boat Dock 8
Barracks 9
Training Yard 10
Blacksmith 29
Traveling Blacksmiths 36
Apothecary 41
Lapidary 45
Courtyard 46
Fort Istra Stash 56
Skill Tree Index 69
Grigory 70
Alek 71
Catherine 72
Yury 73
Kharzin 74
Vera 75
Pavel 76
Yana 77
Save Index 78
Grigory and Alek 79
Catherine and Yury 80
Kharzin and Vera 81
Pavel and Yana 82
End of Campaign Save 83
Campaign 5 87

How to use this book

This "**Fort Istra & Save Index**" book is used for referencing and tracking various information used in *The Isofarian Guard*. Since the game spans many hours over multiple campaigns you will need to record your progress between each gaming session. Each section has places to record this information, but if you would prefer not to write directly in this book you can download all the required sheets from our website below or track your progress using our digital resources on RulePop. Simply scan the QR code to the right to be taken to the tool.

www.thestoneboundsaga.com/theisofarianguard

isofarian-guard.rulepop.com

Fort Istra - Index

Welcome to Fort Istra!

Fort Istra will serve as the main hub for the Guards throughout all of the Campaigns. This location has its own special mini-map that you'll keep on the table while playing. Fort Istra is a place for the Guards to rest, train, and grow stronger.

When you first arrive at the Fort it's in ruins, and not operational. You'll have to rebuild the fort's buildings to get things running again which will unlock new content and mechanics.

As Dunamis stated, "This place both is, and isn't a part of Isofar. Time does not flow the same way here." As you rebuild the Fort its progression will carry over from one Campaign to the next. How quickly the Fort is rebuilt is completely up to you.

Reference this index whenever the Guards land on a node within Fort Istra to see what actions are available to you.

Bann's Request

To begin the rebuilding effort Bann has requested materials to get the **Lumbermill** up and running (see page 7). This building is required before the other locations can be rebuilt. To obtain materials you need to 'Harvest' wood and 'Mine' ore from various nodes around Isofar. Bann hands you some tools to perform these actions.

Obtain:
1x Wood Chopping Axe (Tool Item)
1x Pickaxe (Tool Item)

These tools may be used by Guards in any Campaign once they've reached Fort Istra.

These cards must be placed in an open satchel slot of one of the Guards when Harvesting or Mining during the exploration phase (**see page 21 in the Rulebook for more on Harvesting and Mining**). If you do not wish for the tool items to take up a satchel slot, you may store them in Fort Istra's Stash, and return the cards to the supply (**see page 56 in this book for more on the Fort Istra Stash**).

Rebuilding Fort Istra

In order to rebuild or upgrade buildings at Fort Istra, you must collect the required materials for each building. The requirements for each building, as well as the benefits gained are listed under each building's section in this index.

Once you've collected the materials by Harvesting, Mining, or other means, you can drop them off by moving the Guards to Fort Istra: Courtyard and placing the materials in the Stash (see page 56). Once you obtain the required materials needed to rebuild or upgrade a building, you remove the materials from the Stash, mark the box next to the building with an "X", and place the piece in the correct place on the Fort Istra mini-map board. Reference this index for details on what functions and bonuses are available for each building.

X

Fort Istra Commissions

Many Guards are eager to help with the rebuilding effort and are awaiting to be given a task. You can send these "Stonebound" out to gather materials and have them perform other helpful tasks while you're exploring Isofar. As you progress the narrative more Stonebound will become available. Continue to page 3 to learn about Fort Istra Commissions and send out the first Stonebound across Isofar.

Fort Istra - Index - Commissions

As you progress the narrative in *The Isofarian Guard* people from around Isofar will join the movement at Fort Istra and offer their services to assist in rebuilding the fort.

Whenever new recruits arrive at Fort Istra the campaign books will direct you to this index. At various times in each campaign you'll be able to send out these '*Stonebound*' to gather materials around Isofar, and have them perform other helpful tasks. The materials they gather can be used to rebuild the fort, or craft equipment for the Guards as necessary. At various times in each chapter the materials that the Stonebound have gathered will be available to use. The campaign books will inform you when this occurs. Gathered materials from Stonebound are stored in the Fort Istra Stash until they are collected by the Guards just like any other material stored in the Stash. Materials gathered by Stonebound may include wood from Harvesting, ore from Mining, or even Enemy Drops from battles across the land!

How to Use:

When a Campaign Book directs you to this index, reference pages 4-6. Each commission is listed in order of when it's available throughout the narrative. You'll be given a number of Stonebound available to gather materials, or perform other tasks during the chapter, and you'll need to assign these Stonebound to various nodes listed on the page. Each commission will list the materials that are available to gather during that chapter.

Nodes	Nodes
13, 30, 44	53, 77, 83

You'll then review the listed nodes and place Stonebound on the map. Stonebound are represented by colored cubes. Each commission will specify how many Stonebound you have available to place on the map.

Blue Cubes represent 1 Stonebound.
Yellow Cubes represent 4 Stonebound.

A maximum of 4 Stonebound may be placed on a single node.

Node Types:

Harvesting & Mining Nodes: At these nodes you may gather the listed wood or ore materials equal to the amount of Stonebound placed on the node. Place the desired amount of Stonebound on the numbered node on the map up to a **maximum of 4**. All Harvesting and Mining nodes are available when gathering materials. The nodes are listed in the Player-Aid Foldout and the back of the City Index Book. When the Campaign Book notifies you that the Stonebound have returned, remove the cubes from the node and record the obtained harvesting or mining materials in the Fort Istra Stash. During the exploration phase the Guards may still harvest or mine from a node that has Stonebound occupying it.

Enemy Drop Nodes: At these nodes you may place Stonebound to battle enemies to obtain enemy drop cards. Place the desired amount of Stonebound on the numbered node on the map up to a **maximum of 4**. When the Campaign Book notifies you that the Stonebound have returned, remove the cubes from the nodes. For each node with Stonebound, draw 1 chip from the Event Bag. If a Skull Chip is drawn, Stonebound equal to the amount of skulls on the chip were injured during the hunt (Single Skull Chip = 1 Stonebound injured). If a compass chip is drawn, no Stonebound were injured. Obtain enemy drops equal to uninjured Stonebound and return the drawn chip to the Event Bag. During the exploration phase, if the Guards land on a node occupied by 1-3 Stonebound, draw a chip from the Event Bag as normal. If 4 Stonebound are occupying a node, that node is considered 'scouted', and the Guards may move to the node without drawing a chip from the Event Bag if they wish.

Fort Istra - Index - Commissions - Continued

City Nodes: Each time the Campaign Book instructs you to place Stonebound on the map you may choose one city location. **When choosing a city, you must place 4 Stonebound at the location.** Stonebound placed at a city location allow the Guards to access the Fort Istra Stash when they are on that city's Marketplace or Blacksmith nodes. This allows for the Guards to use stored materials to craft equipment, use Sil for purchasing, or move and store various equipment and materials between the Guards' satchels and the Stash. When the Campaign Book notifies you that the Stonebound have returned, remove them from the city location. The Fort Istra Stash can only be accessed at a city when Stonebound are present there. Note that sometimes certain cities may not be available to place Stonebound due to story conditions.

Now that you know about Fort Istra Commissions let's send out your first group of Stonebound into Isofar! Danielle will hand out Commissions based on your orders!

The First Commission

Stonebound available: 8

Harvesting & Mining Nodes Available: ALL

Enemy Drop Nodes Available:

Nodes
13, 30, 44

Nodes
53, 77, 83

City Nodes Available: ALL (Mir, Razdor, Ryba, Silny, Strofa, Vouno)

Since you have 8 Stonebound available to place, you can now choose how to allocate them between the various nodes.

Here are a few different variations of how you can allocate the Stonebound.

1. You can place 1 yellow cube on Node 41 and 1 yellow cube on Node 88. This would allow you to gather 4 'Cedar' and 4 'Iron Ore' when the Campaign book instructs you that the Stonebound have returned. Note that you could place Stonebound on any Harvesting or Mining nodes to gather what materials you need for crafting or rebuilding Fort Istra. Reference the list of Harvesting and Mining nodes in the Player-Aid Foldout or the back of the City Index Book.

2. You can place 1 yellow cube on Node 53 and 1 yellow cube on the city of Strofa. This would give you a chance to obtain up to 4 Rough Leather enemy drops when the Stonebound return. It would also allow you to use the Fort Istra Stash while in the city of Strofa. Note that since you have 4 Stonebound on Node 53, that node is 'scouted' which means the Guards can move to that node without having to draw from the Event Bag. This strategy can be used to create safe routes around the map for optimal exploration!

3. You could split up the Stonebound to gather materials from multiple nodes. For example, you could place 2 blue cubes on Node 25, 2 on Node 71, 2 on Node 29, and 2 on Node - Ice Caves: Crystal Vein. This would allow you to gather 2 'Dogwood' and 2 'Cherry' harvesting materials and 2 'Gold' and 2 'Crystal' mining materials.

As you can see, there's a myriad of ways to allocate and place the Stonebound to assist the Guards during their adventure. How you utilize them is completely up to you!

Place the 8 available Stonebound on your desired nodes now, then return to the Campaign Book to continue the narrative. The Campaign Book will notify you when the Stonebound have returned once the story progresses further.

Fort Istra - Index - Commissions - Continued

Commission Two

Place the available Stonebound on your desired nodes now, then return to the narrative.

Stonebound available: 10

Harvesting & Mining Nodes Available: ALL

Enemy Drop Nodes Available:

Nodes
13, 30, 35

Nodes
53, 77, 83

Nodes
6, 36, 44

Nodes
38, 52, 90

City Nodes Available: ALL (Mir, Razdor, Ryba, Silny, Strofa, Vouno)

Commission Three

Place the available Stonebound on your desired nodes now, then return to the narrative.

Stonebound available: 14

Harvesting & Mining Nodes Available: ALL

Enemy Drop Nodes Available:

Nodes
6, 36, 44

Nodes
10, 18, 26

Nodes
83, 90, 97

Nodes
30, 31, 38

City Nodes Available: Razdor, Strofa, and Vouno.
Restricted: Mir, Ryba, and Silny.

Fort Istra - Index - Commissions - Continued

Commission Four

Place the available Stonebound on your desired nodes now, then return to the narrative.

Stonebound available: 16

Harvesting & Mining Nodes Available: ALL

Enemy Drop Nodes Available:

Nodes
13, 30, 35

Nodes
53, 77, 83

Nodes
6, 36, 44

Nodes
38, 52, 90

City Nodes Available: Razdor, Strofa, and Vouno.
Restricted: Mir, Ryba, and Silny.

Commission Five

Place the available Stonebound on your desired nodes now, then return to the narrative.

Stonebound available: 20

Harvesting & Mining Nodes Available: ALL

Enemy Drop Nodes Available:

Nodes
6, 36, 44

Nodes
10, 18, 26

Nodes
83, 90, 97

Nodes
30, 31, 38

City Nodes Available: Mir, and Vouno.
Restricted: Razdor, Ryba, Silny, and Strofa.

Fort Istra - Index - Lumbermill

The Lumbermill

Bann has requested that the Lumbermill be rebuilt from the ruins so that the reconstruction of Fort Istra can begin. This building is required before any other buildings can be rebuilt and used.

Building Requirements:

4x Pine (Harvesting)

How to Use:

No Action Required. Allows other buildings in Fort Istra to be rebuilt. Once the Lumbermill has been built the other buildings within Fort Istra can be built in any order. The base version of each building must be completed before it can be upgraded.

The Lumbermill - Upgraded

The upgraded Lumbermill allows for instant harvesting from any harvesting node in Isofar for the price of Lux Essence.

Building Requirements:

4x Dogwood (Harvesting)
4x Ash (Harvesting)
4x Ancient Oak (Harvesting)
4x Iron Ore (Mining)
4x Silver Ore (Mining)

How to Use:

Move the Guards to the Lumbermill node. Exchange listed Lux Essence to instantly harvest 4 materials from a listed node. Reduce Lux Essence from the Dual Dial and gain the material card to an open satchel slot of one of the Guards.

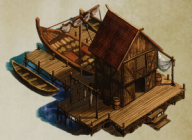
Harvest Exchange:

8 Lux Essence: 4x Pine
10 Lux Essence: 4x Rosewood
12 Lux Essence: 4x Autumn Blaze
14 Lux Essence: 4x Cherry
16 Lux Essence: 4x Cedar
18 Lux Essence: 4x Ash
20 Lux Essence: 4x Dogwood
30 Lux Essence: 4x Ancient Oak

Fort Istra - Index - Boat Dock

The Boat Dock

The Boat Dock unlocks water node travel (blue nodes) using the Boat Chip, and the ability to go 'Fishing' (see page 22 in the Rulebook for blue nodes and Fishing).



Building Requirements:

4x Cedar (Harvesting)
4x Iron Ore (Mining)

When unlocked obtain:

1x Fishing Pole (Tool Item)

How to Use:

To travel by boat:

Move the Guards to a node with a boat dock icon and replace the Guards' miniature or Bust Chips with the Boat Chip. Move between blue nodes by following the flow of rivers and currents across the sea (see page 22 in the Rulebook). The Guards can then exit the boat at any node with a boat dock icon, placing the Guards' miniature or bust chips back on the board and leaving the Boat Chip behind on that node.

Usually, the boat remains in place while the Guards continue the exploration phase, so the Guards must move back to that node in order to travel by boat again, but if the Guards should fall in battle, the boat will return to the Boat Dock building at Fort Istra.

The Boat Dock - Upgraded

The upgraded Boat Dock unlocks the Courier system whichs allows for quick transfer of materials held by the Guards back to Fort Istra for the price of Lux Essence.

Building Requirements:

4x Cherry (Harvesting)
4x Autumn Blaze (Harvesting)
4x Pine (Harvesting)
4x Iron Ore (Mining)
4x Agate Ore (Mining)

How to Use:

To transfer equipped cards to Fort Istra:

Move the Guards to a node with a boat dock icon. The five locations that you can transfer from are listed below. Spend the listed Lux Essence to instantly transfer any number of equipped cards from the Guards' satchel slots to the Fort Istra Stash. Reduce Lux Essence from supply and return cards to the supply.

Courier Exchange:

Ryba: Docks (Node 79): 10 Lux Essence
Strofa: The Docks (Node 56): 10 Lux Essence
Strazh Channel Dock (Node 50): 10 Lux Essence
Northern Docks (Node 21): 20 Lux Essence
Headwaters Dock (Node 11): 30 Lux Essence

Fort Istra - Index - Barracks

The Barracks

The Barracks provides shelter for the Guards and troops at Fort Istra. You can rest at the Barracks to recover the health of the Guards and remove some negative chips for the price of Lux Essence. This is an alternative to staying at an Inn if the required Sil is not available.

Building Requirements:

4x Pine (Harvesting)
4x Iron Ore (Mining)

How to Use:

Move the Guards to the Barracks node. Exchange 10 Lux Essence to rest at the Barracks. Heal the Guards' HP up to their current max HP values. Remove 1 negative chip from both of the Guards' bags. Chips are returned to the supply.

The Barracks - Upgraded

The upgraded Barracks provides the same function as the standard Barracks, but the Guards' bags are also cleansed completely when resting at the location (all negative chips are removed from their bags). This comes at a greater price of Lux Essence.

Building Requirements:

4x Ash (Harvesting)
4x Ancient Oak (Harvesting)
4x Iron Ore (Mining)
4x Agate Ore (Mining)
4x Crystal Ore (Mining)

How to Use:

Move the Guards to the Barracks node. Exchange 20 Lux Essence to rest at the Barracks. Heal the Guards' HP up to their current max HP values and remove all negative chips from the Guards' bags. Chips are returned to the supply.

Fort Istra - Index - Training Yard

The Training Yard

The Training Yard unlocks special challenges that reward you with unique Guard Ability Cards, Stonebound Ability Cards, and unique accessories.

Building Requirements:

4x Ancient Oak (Harvesting)
4x Gold Ore (Mining)

How to Use:

Move the Guards to the Training Yard node. Each Guard has their own unique challenges that can be attempted while training at the Fort. Some challenges can be completed at any time, while others are restricted to certain chapters of a Campaign. This index will provide the requirements for each challenge.

Follow the instructions to complete a Guard's challenge. Mark the box with an "X" using a pencil when the challenge has been completed successfully. Challenges cannot be repeated once completed successfully, and their rewards can only be obtained once. A challenge may be retried if unsuccessful.

Fort Istra - Index - Training Yard

Challenges

Note: All requirements must be met for a challenge to be completed. If any requirement is not met the battle is considered a defeat (no rewards are gained from the challenge, and no Lux Essence or enemy drops are obtained).

For the King!
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Defeat all enemies in 2 rounds or less.

Battle Event

Place a '2 Star - Kingsguard and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +2 AP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Karst's Signet (Accessory)

The Guilds of Mir
Campaign Requirement: Campaign 1 - Chapter 3 or later.
Guard Requirement: Grigory and Alek.
Battle Requirement: Defeat all enemies.
Special Requirement: None.

Battle Event

Place a '3 Star - Broken Plough Soldier' and AI deck on an enemy dashboard in slot I and slot III of the battlefield. Place a '3 Star - Golden Scythe Soldier' and AI deck on an enemy dashboard in slot II and slot IV of the battlefield. **All enemies have +1 ATK over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Seal of Mir (Accessory)

Fort Istra - Index - Training Yard

Challenges - Continued

Going Green
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Draw 5 or more green chips during a single Guard's turn in the battle.

Battle Event

Place a '3 Star - Brigand Chief' and AI deck on an enemy dashboard in slot I of the battlefield. **Brigand Chief has +3 ATK, and +2 AP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Adept (Stonebound Ability Card)

Sixth Sense
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Take 0 HP damage, and use 'Sense Danger' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '3 Star - Plains Strider' and AI deck on an enemy dashboard in slot I of the battlefield. **Plains Strider has +7 HP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Sense Danger (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Challenges - Continued

Ice Cold
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Frozen Blades' Stonebound Ability Card for this battle (grab card from supply). Enemies cannot have any green AP remaining at the end of the battle.

Battle Event

Place a '3 Star - Brigand Marauder' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '3 Star - Brigand Archer' and AI deck on an enemy dashboard in slot III and slot IV of the battlefield. **All enemies have +1 ATK, and +1 DEF, and +5 GREEN AP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Frozen Blades (Stonebound Ability Card)

Watch Your Step!
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Sinkhole' Stonebound Ability Card for this battle (grab card from supply). Must use Sinkhole to cause an enemy to lose 6 HP or more in one turn during the battle.

Battle Event

Place a '3 Star - Clayhorn and AI deck on an enemy dashboard in slot I of the battlefield. **Clayhorn has +2 ATK, +1 DEF, +2 AP, and +12 HP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Sinkhole (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Challenges - Continued

Combat Tactics
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Counter Slash' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '3 Star - Drakondor' and AI deck on an enemy dashboard in slot I of the battlefield. **Drakondor has +3 ATK, +1 DEF, and +12 HP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Counter Slash (Stonebound Ability Card)

Be Flexible!
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Stance Mastery' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Tumani Raider and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '4 Star - Tumani Hunter and AI deck on an enemy dashboard in slot III of the battlefield. Place a '4 Star - Tumani Mender and AI deck on an enemy dashboard in slot IV of the battlefield. **All enemies start at 20 HP.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Stance Mastery (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Challenges - Continued

Formation Breaker
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Severance' Stonebound Ability Card for this battle (grab card from supply). Must use Severance to swap an enemy slot position at least once during battle.

Battle Event

Place a '3 Star - Waste Nomad' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Disruptor' and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 DEF, and +1 GREEN AP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Severance (Stonebound Ability Card)

Taste of Your Own Medicine
Campaign Requirement: Any Campaign.
Guard Requirement: Guards from current Campaign.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Potency' Stonebound Ability Card for this battle (grab card from supply). Must deal over 10 HP of damage to enemies using Poison chips during the battle.

Battle Event

Place a '4 Star - Seer's Assassin and AI deck on an enemy dashboard in slot I of the battlefield. **Seer Assasin has +2 ATK, and +1 DEF over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Potency (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Challenges - Continued

The Tactician
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory and Alek.
Battle Requirement: Defeat all enemies.
Special Requirement: Defeat all enemies in 2 rounds.

Battle Event

Place a '4 Star - Hand of Uvidet' and AI deck on an enemy dashboard in slot 1 of the battlefield. **Hand of Uvidet has +1 ATK, +1 DEF, +1 AP, and +9 HP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Tactician/Sapping Strike (Guard Ability Card)

Déjà Vu
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Predictive Strike' Stonebound Ability Card for this battle (grab card from supply). Must deal damage using Predictive Strike at least once during the battle.

Battle Event

Place a '4 Star - Seer Assassin' and AI deck on an enemy dashboard in slot 1 of the battlefield. **Seer Assassin has +2 ATK, and +1 DEF over base stats.**

Begin Battle Phase

If defeated: Reset Grigory's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Predictive Strike (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Challenges - Continued

Power Multiplied
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Searing Blade' Stonebound Ability Card for this battle (grab card from supply). Must use Searing Blade at +3 ATK or greater at least once during the battle.

Battle Event

Place a '3 Star - Stonehunter' and AI deck on an enemy dashboard in slot 1 of the battlefield. Place a '3 Star - Falmund Scout' and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 ATK, and +1 DEF over base stats.**

Begin Battle Phase

If defeated: Reset Grigory's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Searing Blade (Stonebound Ability Card)

Save Your Energy
Campaign Requirement: Campaign 2.
Guard Requirement: Catherine - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Quicken' Stonebound Ability Card or this battle (grab card from supply). Must activate Quicken at least once during the battle.

Battle Event

Place a '3 Star - Kingsguard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +1 ATK, and +8 HP over base stats.**

Begin Battle Phase

If defeated: Reset Catherine's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Quicken (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Challenges - Continued

Barrier Breaker
Campaign Requirement: Campaign 2.
Guard Requirement: Yury - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Precision' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '2 Star - Armored Zhuk and AI deck on an enemy dashboard in slot I of the battlefield.
Armored Zhuk has +2 ATK over base stats.

Begin Battle Phase

If defeated: Reset Yury's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Precision (Stonebound Ability Card)

More Left in the Tank
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Implacable' Stonebound Ability Card for this battle (grab card from supply). Must activate 4 different Guard Ability Cards in one turn during the battle.

Battle Event

Place a '3 Star - Mountain Bear and AI deck on an enemy dashboard in slot I of the battlefield. **Mountain Bear has +2 ATK, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Reset Kharzin's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Implacable (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Challenges - Continued

Going All-In
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Spirit Vortex' Stonebound Ability Card for this battle (grab card from supply). Draw 5 or more green chips during a single Guard's turn in the battle.

Battle Event

Place a '4 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Reset Kharzin's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Spirit Vortex (Stonebound Ability Card)

Overflowing
Campaign Requirement: Campaign 4.
Guard Requirement: Yana - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Spirit Fountain' Stonebound Ability Card for this battle (grab card from supply). Yana must have 3 Stonebound Ability Cards equipped for this battle.

Battle Event

Place a '4 Star - Seer Acolyte' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Reset Yana's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Spirit Fountain (Stonebound Ability Card)

Fort Istra - Index - Training Yard

The Training Yard - Upgraded

The upgraded Training Yard unlocks **advanced challenges** which reward you with additional Guard Ability Cards and Stonebound Ability Cards for the Guards.

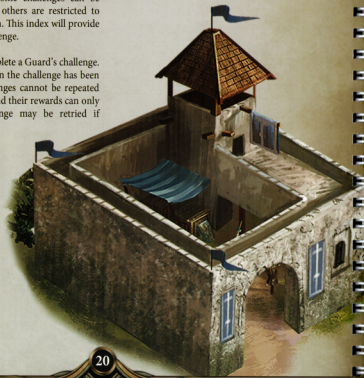
Building Requirements:

4x Agate Ore (Mining)
4x Crystal Ore (Mining)
4x Diamond Ore (Mining)

How to Use:

Move the Guards to the Training Yard node. Each Guard has their own unique challenges that can be attempted while training at the Fort. Some challenges can be completed at any time, while others are restricted to certain Chapters of a Campaign. This index will provide the requirements for each challenge.

Follow the instructions to complete a Guard's challenge. Mark the box with an "X" when the challenge has been completed successfully. Challenges cannot be repeated once completed successfully, and their rewards can only be obtained once. A Challenge may be retried if unsuccessful.



Fort Istra - Index - Training Yard

Advanced Challenges

Sword of Flame
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Deflect/Blazing Edge' Guard Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Kingsguard and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +1 AP, and +8 HP over base stats.**

Begin Battle Phase

If defeated: Reset Grigory's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Deflect/Blazing Edge (Guard Ability Card)

Iron Sharpens Iron
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory and Alek.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Collaboration' Stonebound Ability Card for this battle (grab card from supply). Must use Collaboration to activate two cards twice in one turn during this battle.

Battle Event

Place a '4 Star - Metal Eater and AI deck on an enemy dashboard in slot 1 of the battlefield. Place a '4 Star - Disruptor and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Reset the Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Collaboration (Stonebound Ability Card)

Collaboration
If Grigory's ally has discard all chips from up to 2 Guard Ability Cards. Those cards may be activated again this turn.

Fort Istra - Index - Training Yard

Advanced Challenges - Continued

Healer of Isofar
Campaign Requirement: Campaign 1.
Guard Requirement: Alek - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Rapha/Synthesis' Guard Ability Card for this battle (grab card from supply).

Battle Event

Place a '3 Star - Tumani Hunter and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Tumani Mender and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies may not lose HP from Poison Chips.**

Begin Battle Phase

If defeated: Reset Alek's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Rapha/Synthesis (Guard Ability Card)

Glass Cannon
Campaign Requirement: Campaign 1.
Guard Requirement: Alek - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Aegis Shift' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Seer's Assassin and AI deck on an enemy dashboard in slot I of the battlefield. **Seer's Assassin may not lose HP from Poison Chips.**

Begin Battle Phase

If defeated: Reset Alek's HP back to 20. Chip bag remains unchanged.

All requirements met?

Obtain:
1x Aegis Shift (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Advanced Challenges - Continued

Sword of Flame
Campaign Requirement: Campaign 2.
Guard Requirement: Catherine and Yury.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Light of the Moon/Martial Stance' Guard Ability Card or this battle (grab card from supply).

Battle Event

Place a '4 Star - Tenebris Guard and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +1 AP over base stats.**

Begin Battle Phase

If defeated: Reset Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Light of the Moon/Martial Stance (Guard Ability Card)

Light of the Moon
2
3
2. Remove up to 2 negative chips from Catherine's and ally's bag, and both Guards gain 1 [Harmonize] Refresh 1

Sound Waves
Campaign Requirement: Campaign 2.
Guard Requirement: Catherine and Yury.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Reverberation' Stonebound Ability Card or this battle (grab card from supply).

Battle Event

Place a '4 Star - Tumani Raider and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '4 Star - Tumani Mender and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +10 HP, and +1 AP over base stats.**

Begin Battle Phase

If defeated: Reset Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Reverberation (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Advanced Challenges - Continued

True Potential
Campaign Requirement: Campaign 2.
Guard Requirement: Yury - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Quiet Mind/Awakening' Guard Ability Card for this battle (grab card from supply). Must trigger [Surge] effect of 'Awakening' during the battle.

Battle Event

Place a '3 Star - Metal Eater and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Waste Prowler and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +4 HP over base stats.**

Begin Battle Phase

If defeated: Reset Yury's HP back to 20. Chip bag remain unchanged.

All requirements met?

Obtain:
1x Quiet Mind/Awakening (Guard Ability Card)

Play It Again
Campaign Requirement: Campaign 2.
Guard Requirement: Catherine and Yury.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Echo' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '3 Star - Brigand Marauder and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '3 Star - Brigand Archer and AI deck on an enemy dashboard in slot III of the battlefield. Place a '4 Star - Corrupted Brigand and AI deck on an enemy dashboard in slot IV of the battlefield. **All enemies have +1 ATK, and +1 GREEN AP over base stats.**

Begin Battle Phase

If defeated: Reset Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Echo (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Advanced Challenges - Continued

Renew Your Mind
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Wisdom/Vision Strike' Guard Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Corrupted Fylakes and AI deck on an enemy dashboard in slot 1 of the battlefield. **Corrupted Fylakes has +2 ATK, and +1 GREEN AP over base stats.**

Begin Battle Phase

If defeated: Reset Kharzin's HP back to 20. Chip bag remain unchanged.

All requirements met?

Obtain:
1x Wisdom/Vision Strike (Guard Ability Card)

From Pain to Purpose
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin and Vera.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Cast Aside' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Seer Zealot and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Hand of Uvidet and AI deck on an enemy dashboard in slot II of the battlefield. Place a '4 Star - Seer's Assassin and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 DEF, and +1 GREEN AP over base stats.**

Begin Battle Phase

If defeated: Reset Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Cast Aside (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Advanced Challenges

Daughter of Alina
Campaign Requirement: Campaign 3.
Guard Requirement: Vera - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Readiness/Flaming Arrow' Guard Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Waste Nomad and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Stonehunter and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 ATK, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Reset Vera's HP back to 20. Chip bag remain unchanged.

All requirements met?

Obtain:
1x Readiness/Flaming Arrow (Guard Ability Card)

Light in the Darkness
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin and Vera.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Gleam' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Waste Nomad and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Plains Strider and AI deck on an enemy dashboard in slot II of the battlefield. Place a '4 Star - Tenebris Strider and AI deck on an enemy dashboard in slot III of the battlefield. Place a '2 Star - Metal Eater and AI deck on an enemy dashboard in slot IV of the battlefield. **All enemies begin the battle with 1 green evasion chip.**

Begin Battle Phase

If defeated: Reset Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Gleam (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Advanced Challenges - Continued

The Greatest of These
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Bears all things/Hope in all things' Guard Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Cave Stalker and AI deck on an enemy dashboard in slot I of the battlefield. Place a '2 Star - Disruptor and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Reset Pavel's HP back to 20. Chip bag remain unchanged.

All requirements met?

Obtain:
1x Bears all things/Hope in all things (Guard Ability Card)

Do It Again
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel and Yana.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Second Chance' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Waste Prowler and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Glacial Worm and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 AP.**

Begin Battle Phase

If defeated: Reset Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Second Chance (Stonebound Ability Card)

Fort Istra - Index - Training Yard

Advanced Challenges

Snap, ..., Pop
Campaign Requirement: Campaign 4.
Guard Requirement:Yana - Solo.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Crackle/Overload' Guard Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Tenebris Hunter and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Eye of Uvidet and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Reset Yana's HP back to 20. Chip bag remain unchanged.

All requirements met?

Obtain:
1x Crackle/Overload (Guard Ability Card)

Snowball Fight!
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel and Yana.
Battle Requirement: Defeat all enemies.
Special Requirement: Use 'Icy Blast' Stonebound Ability Card for this battle (grab card from supply).

Battle Event

Place a '4 Star - Tenebris Clayhorn and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '4 Star - Waste Prowler and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 AP and +10 HP..**

Begin Battle Phase

If defeated: Reset Guards' HP back to 20. Chip bags remain unchanged.

All requirements met?

Obtain:
1x Icy Blast (Stonebound Ability Card)

Fort Istra - Index - Blacksmith

The Blacksmith

The Blacksmith unlocks special crafting recipes for unique equipment. The equipment here can only be crafted at Fort Istra.

Building Requirements:

4x Cedar (Harvesting)
4x Iron Ore (Mining)
4x Gold Ore (Mining)
1x Feathers (Enemy Drop)
1x Scales (Enemy Drop)

How to Use:

Move the Guards to the Blacksmith node. Just like standard Blacksmiths across Isofar you may choose to "Craft" various equipment here. However, the Blacksmith in Fort Istra requires Lux Essence instead of Sil for his work. Most craftable equipment at this blacksmith requires Speaking Stones. These Speaking Stones must be separate cards that are not attached to Stonebound Ability Cards. You also have access to the Fort Istra Stash when crafting at this location.

You'll find a listing of the available equipment to craft in this index.

Fort Istra - Blacksmith

Lapis Blade

Materials	Amount
Crystal Ore	8
Tenebris Shards	4
Lapis Lazuli	2
Lux Cost to Craft	50

Bonuses

Star Blade

Materials	Amount
Crystal Ore	8
Tenebris Shards	4
Star Fragment	1
Lux Cost to Craft	50

Bonuses

Glorious

Materials	Amount
Diamond Ore	8
Tenebris Shards	4
Star Quartz	2
Lux Cost to Craft	50

Bonuses

Dangerous Duo

Materials	Amount
Diamond Ore	4
Ancient Oak	4
Tenebris Shards	4
Carnelian	2
Lux Cost to Craft	50

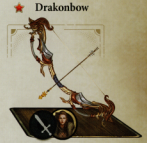
Bonuses

Cerulean Pike

Materials	Amount
Crystal Ore	4
Tenebris Shards	4
Lapis Lazuli	2
Lux Cost to Craft	50

Bonuses

Drakonbow



Materials	Amount
Crystal Ore	4
Tenebris Shards	4
Diamond	2
Lux Cost to Craft	50

Bonuses

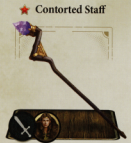
Fort Istra - Blacksmith

Ground Shaker

Materials	Amount
Diamond Ore	8
Tenebris Shards	4
Diamond	2
Lux Cost to Craft	50

Bonuses

Contorted Staff



Materials	Amount
Crystal Ore	8
Tenebris Shards	4
Black Diamond	2
Lux Cost to Craft	50

Bonuses

Raiding Armor

Materials	Amount
Scales	4
Carapace	2
Diamond	2
Lux Cost to Craft	50

Bonuses

Fort Istra - Index - Blacksmith (Baren's Forge)

The Blacksmith - Upgraded

The Blacksmith upgrades to Baren's Forge. In addition to being able to use the same crafting recipes as before. Baren's Forge unlocks advanced crafting recipes for unique equipment. The equipment here can only be crafted at Fort Istra.

Building Requirements:

4x Cedar (Harvesting)
4x Iron Ore (Mining)
4x Gold Ore (Mining)
1x Broken Blade (Item)

How to Use:

Move the Guards to the Blacksmith node. Just like standard Blacksmiths across Isofar you may choose to "Craft" various equipment here. However, Baren (the Blacksmith) requires Lux Essence instead of Sil for his work. Most craftable equipment at this blacksmith requires Speaking Stones. These Speaking Stones must be separate cards that are not attached to Stonebound Ability Cards. You also have access to the Fort Istra Stash when crafting at this location.

You'll find a listing of the available equipment to craft in this index.

Fort Istra - Blacksmith - Baren's Forge

Sword of Isofar

Materials	Amount
Diamond Ore	8
Tenebris Skull	4
Topaz	2
Lux Cost to Craft	75

Bonuses

Jade Sword

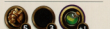
Materials	Amount
Diamond Ore	4
Tenebris Skull	4
Peridot	2
Lux Cost to Craft	75

Bonuses

Revelation

Materials	Amount
Diamond Ore	4
Tenebris Skull	4
Coral	1
Lux Cost to Craft	75

Bonuses



Wind Cutters

Materials	Amount
Diamond Ore	4
Ancient Oak	4
Tenebris Skull	4
Aventurine	2
Lux Cost to Craft	75

Bonuses

Guardian Lance

Materials	Amount
Diamond Ore	4
Tenebris Skull	4
Star Quartz	4
Lux Cost to Craft	75

Bonuses

Vanguard's Promise

Materials	Amount
Diamond Ore	4
Tenebris Skull	4
Black Diamond	3
Lux Cost to Craft	75

Bonuses

Fort Istra - Blacksmith - Baren's Forge

Final Wish

Materials	Amount
Gold Ore	8
Ancient Oak	4
Topaz	1
Lux Cost to Craft	75

Bonuses

Magi's Command

Materials	Amount
Diamond Ore	8
Tenebris Skull	4
Carnelian	2
Lux Cost to Craft	75

Bonuses

Tenebris Scale

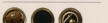
Materials	Amount
Scales	4
Tenebris Skull	4
Black Diamond	2
Lux Cost to Craft	75

Bonuses

Stardust Jacket

Materials	Amount
Rough Leather	4
Tenebris Skull	4
Diamond	3
Lux Cost to Craft	75

Bonuses



Scholar's Tunic

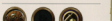
Materials	Amount
Coastal Bluecaps	4
Rough Leather	4
Topaz	1
Lux Cost to Craft	75

Bonuses

Brigandine

Materials	Amount
Animal Hide	2
Tenebris Skull	4
Lapis Lazuli	2
Lux Cost to Craft	75

Bonuses



Fort Istra - Blacksmith - Baren's Forge

Veteran's Coat

Materials	Amount
Animal Hide	4
Tenebris Skull	4
Onyx	1
Lux Cost to Craft	75

Bonuses

Crimson Vest

Materials	Amount
Rough Leather	4
Tenebris Skull	4
Star Fragment	1
Lux Cost to Craft	75

Bonuses

Brother's Keeper

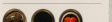
Materials	Amount
Animal Hide	2
Tenebris Skull	4
Diamond	4
Lux Cost to Craft	75

Bonuses

Prophet's Jacket

Materials	Amount
Wolf Pelt	4
Tenebris Skull	4
Aventurine	1
Lux Cost to Craft	75

Bonuses



Bone Armor

Materials	Amount
Bone Fragments	8
Horn	8
Tenebris Skull	4
Lux Cost to Craft	75

Bonuses

Fort Istra - Index - Traveling Blacksmiths

Traveling Blacksmiths

Throughout your adventures across Isofar you may encounter traveling blacksmiths. These enigmatic individuals may join the Guards at Fort Istra and take up residence. Once setup, these blacksmiths can offer powerful and unique equipment that can benefit the Guards in their journey.

How to Use:

Traveling Blacksmiths are unlocked during special events. Once unlocked you may visit their forges at Fort Istra. These special blacksmiths do not require the standard Blacksmith building to use their services as they have their own locations throughout the fort, but you must unlock them before their services may be used.

Move the Guards to any node within Fort Istra. Just like standard Blacksmiths across Isofar you may choose to "Craft" various equipment here. You also have access to the Fort Istra Stash when crafting.

You'll find a listing of the available equipment to craft in this index.

Fort Istra - Wilhelm - The Cottage Smith

Chronos Boots

Materials	Amount
Traveling Boots	1
Animal Hide	4
Jade	2

Craft 55

Bonuses

Each time a is drawn by this Guard gain 1

Traveling Boots

Materials	Amount
Iron Ore	1
Rough Leather	2

Craft 5

Bonuses

During the exploration phase you may redraw a chip once per node.

Power Belt

Materials	Amount
Gold Ore	2
Rough Leather	4
Adamant	2

Craft 70

Bonuses

Each time a ability is activated add 1 to bag.

Chrono Locket

Materials	Amount
Gold Ore	4
Metal Fragments	4
Ancient Roots	2

Craft 85

Bonuses

Look through AI draw deck of 1 enemy, and choose 1 card to place on top. Shuffle remaining cards of draw pile.

Fort Istra - Nadia - Anvil Artistry

Aegis Shield

Materials	Amount
Cedar	2
Ancient Oak	4
Agate Ore	4
Craft	
40	
Bonuses	
Each time a is drawn by this Guard add 1 to bag.	

Stonebound Talisman

Materials	Amount
Gold Ore	4
Crystal Ore	4
Diamond Ore	4
Craft	
50	
Bonuses	
Whenever this Guard activates a Stonebound ability, heal ally by 1.	

Cleansing Amulet

Materials	Amount
Silver Ore	2
Jade	1
Craft	
75	
Bonuses	
Remove 1 from this Guard to remove 1 negative chip from both Guards' bags.	

Pendant of Wisdom

Materials	Amount
Gold Ore	4
Agate Ore	4
Crystal Ore	4
Craft	
80	
Bonuses	
While equipped gain 3 stone slots.	

Fort Istra - Banon & Gandar - The Brothers' Anvil

Twilight Gauntlet

Materials	Amount
Leather Gauntlets	1
Agate Ore	4
Obsidian	1
Craft	
40	
Bonuses	
Standard Attacks heal of this Guard by 1.	

★ Bleeding Heart Daggers

Materials	Amount
Silver Ore	4
Garnet	2
Craft	
70	
Bonuses	
2 2	

★★★ Relic Glove

Materials	Amount
Silver Ore	8
Crystal Ore	4
Aquamarine	1
Craft	
55	
Bonuses	
2 1 +1	

Leather Gauntlets

Materials	Amount
Claw	1
Rough Leather	2
Craft	
10	
Bonuses	
At the start of battle, add 1 to Guard's bag.	

Fort Istra - Kharis - The Misty Forge

Scaled Dagger

Materials	Amount
Gold Ore	2
Scales	4
Silver Ore	4
Craft	
	75
Bonuses	

Red Scale Armor

Materials	Amount
Crystal Ore	4
Falmundian Rosehips	2
Scales	2
Craft	
	85
Bonuses	

Scale Shield

Materials	Amount
Iron Ore	4
Scales	2
Silver Ore	2
Craft	
	45
Bonuses	

At the start of battle, add 3 to Guard's bag.

Pearl

Requirement

The Scaled Hero

Present yourself to Kharis with one Guard having each of the three 'Scale' pieces equipped.

Bonuses

While this card is equipped, a single satchel slot may be used as an accessory slot.

Fort Istra - Index - Apothecary

The Apothecary

The Apothecary unlocks special crafting recipes for unique items and the ability to convert enemy drop cards for Lux Essence. The items here can only be crafted at Fort Istra.

Building Requirements:

4x Ash (Harvesting)
4x Autumn Blaze (Harvesting)
4x Rosewood (Harvesting)
4x Agate Ore (Mining)

How to Use:

Move the Guards to the Apothecary node. At the Apothecary you can choose to combine ingredients together to create potions and other helpful items that can be used by the Guards in their journey across Isofar. The rare ingredients required for these recipes can be found by defeating enemies and completing side quests. Unlike other buildings in Isofar, the Apothecary doesn't require any Sil or Lux to create items - only the necessary ingredients. When you visit this location you can create as many items as you have ingredients for. The item cards must be in a satchel slot of one of the Guards, or in the Fort Istra Stash. After an item has been created the ingredients (item cards) are returned to the general supply, and the newly acquired item card is moved to an open satchel slot of one of the Guards.

You'll find a listing of the available items to craft in this index.

While at the Apothecary you can also choose to convert enemy drop cards for Lux Essence. The enemy drop cards must be in a satchel slot of one of the Guards, or in the Fort Istra Stash. After an enemy drop card has been converted, the enemy drop card is returned to the general supply, and the newly obtained Lux Essence is gained on the Lux Essence Dual Dial.

Enemy Drop Card Conversion:

1x Bone Fragment: 2 Lux Essence
1x Feathers: 2 Lux Essence
1x Wolf Pelt: 2 Lux Essence
1x Animal Hide: 4 Lux Essence
1x Bear Pelt: 4 Lux Essence
1x Claw: 4 Lux Essence
1x Rough Leather: 4 Lux Essence
1x Horn: 6 Lux Essence
1x Spines: 6 Lux Essence
1x Scales: 8 Lux Essence
1x Carapace: 10 Lux Essence
1x Tenebris Shards: 10 Lux Essence
1x Tenebris Skull: 15 Lux Essence

Fort Istra - Apothecary

Zoya's Elixir

Ingredients	Amount
Midnight Hydrangea	1
Health Potion	1

Effect

Add 5 to this Guard's bag.

Invigorating Potion

Ingredients	Amount
Midnight Hydrangea	1
Purifying Seed	1

Effect

Gain 2 (Green AP)

Purifying Dust

Ingredients	Amount
Purifying Seed	2

Effect

Remove all negative chips from both bags.

Ruinous Dust

Ingredients	Amount
Ruinous Seed	2

Effect

Add 2 to all enemies.

Bottled Courage

Ingredients	Amount
Coastal Bluecaps	1
Falmundian Rosehips	1

Effect

This Guard gains 2 and 2 .

Barrier Tonic

Ingredients	Amount
Coastal Bluecaps	1
Midnight Hydrangea	1

Effect

Add 5 to both bags.

Fort Istra - Index - Apothecary (Zoya's Shop)

The Apothecary - Upgraded

The Apothecary upgrades to Zoya's Shop. In addition to being able to create potions and exchange enemy drops cards for Lux Essence as before. Zoya's Shop unlocks special collection challenges that reward you with unique Guard Ability Cards or Stonebound Ability Cards.

Building Requirements:

4x Cherry (Harvesting)
4x Ancient Oak (Harvesting)
4x Crystal Ore (Mining)
4x Diamond Ore (Mining)

How to Use:

Move the Guards to the Apothecary node. Provide Zoya with the requested items (ingredients), and you'll unlock a new Guard Ability Card or Stonebound Ability Card for the specified Guard. The item cards required to unlock the ability must be in a satchel slot of one of the Guards, or in the Fort Istra Stash. When the requested items have been given to Zoya a new ability will be unlocked. After an ability has been learned the item cards are returned to the general supply, and the newly acquired Guard Ability Card or Stonebound Ability Card is gained.

Follow the instructions to complete a Guard's challenge. Mark the box with an "X" when the challenge has been completed successfully. Challenges cannot be repeated once completed successfully, and their rewards can only be obtained once.

Fort Istra - Index - Apothecary (Zoya's Shop)

Collection Challenges

Secret Ingredients
Collect the following ingredients.

4x Midnight Hydrangea
4x Coastal Bluecaps
4x Falmundian Rosehips

All ingredients collected?

Obtain:
1x Secret Ingredient (Stonebound Ability Card - Alek)

The Remedy
Collect the following ingredients.

1x Natural Remedies Vol. 1
1x Natural Remedies Vol. 2
1x Natural Remedies Vol. 3

All ingredients collected?

Obtain:
1x Alek's Brew/Rainbow Potion (Guard Ability Card - Alek)

Cleansing
Collect the following ingredients.

2x Purifying Dust
2x Falmundian Rosehips

All ingredients collected?

Obtain:
1x Purge (Stonebound Ability Card - Catherine)

Fort Istra - Index - Lapidary

The Lapidary

The Lapidary allows for instant mining from any mining node in Isofar for the price of Lux Essence.

Building Requirements:

4x Cedar (Harvesting)
4x Iron Ore (Mining)

How to Use:

Move the Guards to the Lapidary node. Exchange the listed Lux Essence requirement to instantly mine 4 materials from a listed node. Reduce Lux Essence from the Dual Dial and gain the material card to an open slot of one of the Guards.

Mining Exchange:

10 Lux Essence: 4x Iron Ore
12 Lux Essence: 4x Silver Ore
14 Lux Essence: 4x Gold Ore
20 Lux Essence: 4x Agate Ore
30 Lux Essence: 4x Crystal Ore
40 Lux Essence: 4x Diamond Ore

The Lapidary - Upgraded

The upgraded Lapidary allows for Speaking Stones to be upgraded to more powerful versions.

Building Requirements:

4x Cherry (Harvesting)
4x Ancient Oak (Harvesting)
4x Agate Ore (Harvesting)
4x Crystal Ore (Mining)
4x Diamond Ore (Mining)

How to Use:

Move the Guards to the Lapidary node. Exchange listed Speaking Stone Cards to instantly obtain a new Speaking Stone Card. Exchanged cards are returned to the supply, while newly acquired cards are gained in an open satchel slot of one of the Guards.

Speaking Stone Exchange:

2x Adamant: 1x Diamond
2x Ancient Roots: 1x Star Quartz
2x Aquamarine: 1x Lapis Lazuli
2x Garnet: 1x Carnelian
2x Jade: 1x Aventurine
2x Obsidian: 1x Black Diamond

Fort Istra - Index - Courtyard

Key Item Challenges

You can speak with Dunamis at the Courtyard and give him key items found during your journey across Isofar. Doing so will unlock unique Stonebound Ability Cards for some of the Guards. Dunamis also presents the Guards with the opportunity to challenge fallen bosses from the narrative called 'Spirit Boss Challenges'.

How to Use:

Move the Guards to the Courtyard node. Provide Dunamis with the requested items, and you'll unlock a new Stonebound Ability Card for the specified Guard. The item cards required to unlock the ability must be in a satchel slot of one of the Guards, or in the Fort Istra Stash. When the requested items have been given to Dunamis a new ability will be unlocked. After an ability has been learned the item cards are returned to the general supply, and the newly acquired Stonebound Ability Card is gained.

Spirit Boss Challenges

The Campaign 1 Book will direct you to this index when Spirit Boss Challenges have been unlocked. Spirit Boss Challenges have you face off against previously defeated bosses from the narrative throughout the first four campaigns.

These special challenges contain some of the most difficult content available in *The Isofarian Guard* and are not for the faint of heart! However, for those up to the challenge, these brutal battles reward players with incredibly powerful and unique rewards for their efforts.

How to Use:

When a new Spirit Boss Challenge has been unlocked you may visit the Courtyard at any time to begin an unlocked challenge. Move the Guards to the Courtyard node. This index will provide the requirements for each challenge. Each boss will not have their name listed in this index to avoid spoilers, but instead will be noted by the following format: C#-#. This indicates the Campaign number and boss number.

Follow the instructions to complete a Spirit Boss Challenge. Mark the box with an "X" using a pencil when the challenge has been completed successfully. Challenges cannot be repeated once completed successfully, and their rewards can only be obtained once. A Challenge may be retried if unsuccessful, and expect to be defeated often. These challenges are optional, but available for those willing to overcome their difficulty with determination and a bit of luck!

Fort Istra - Index - Courtyard

Key Item Challenges

Renewal
Collect the following item.

1x Zamar (Item)

Item collected?

Obtain:
1x Remnant's Song (Stonebound Ability Card - Catherine)

Genesis
Collect the following item.

1x Foundations of Telios (Item)

Item collected?

Obtain:
1x Selfless (Stonebound Ability Card - Pavel)

True Potential
Collect the following item.

1x Order from Chaos (Item)

Item collected?

Obtain:
1x Order (Stonebound Ability Card - Yana)

Fort Istra - Index - Courtyard

Spirit Boss Challenges

Note: All requirements must be met for a challenge to be completed. If any requirement is not met the battle is considered a defeat (no rewards are gained from the challenge). **You do not gain rewards from the back of enemy cards in Spirit Boss Challenges.**

C1:1
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory and Alek.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards listed below. Guards may only use 1 Star Weapon and Armor Cards. Guards may each have up to 3 Item Cards in their Item Slot and Satchel Slots. Chip bags must not have any green chips at the start of the battle.

Grigory:
Adjust Stance/Parry
Flank/Fall Back

Alek:
Azure Solution/Amber Essence

Battle Event

Place a '3 Star - Broken Plough Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place 'C1:1 Boss' and AI deck on an enemy dashboard in slot III of the battlefield. **C1:1 Boss has +1 ATK, +1 AP, and +10 HP over base stats.**

All enemies begin the battle with 2 blue cubes (defense). Cubes are removed at the start of enemies' turn as normal.

Begin Battle Phase
If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Wind Slash (Universal Stonebound Ability Card)

C1:2
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory and Alek.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 2 Star Weapon and Armor Cards. Guards may each have up to 2 Item Cards in their Item Slot and Satchel Slots. Guards may not use ANY Universal Stonebound Ability Cards. Chip bags must not have any green chips at the start of the battle.

Grigory:
Meditate/Bastion
Advance/Critical Strike
Guard/Take Cover
Aid Provisions (Stonebound Ability Card)

Alek:
Crimson Tonic/Emerald Poison
Azure Solution/Amber Essence
Golden Slash (Stonebound Ability Card)

Battle Event

Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '4 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot III of the battlefield. Place 'C1:2 Boss' and AI deck on an enemy dashboard in slot IV of the battlefield. **C1:2 Boss has +10 HP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Pearl (Speaking Stone Card)

Fort Istra - Index - Courtyard

Spirit Boss Challenges - Continued

C1:3
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory and Alek.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 2 Star Weapon and Armor Cards. Guards may not use any Item Cards. Chip bags must not have any green chips at the start of the battle.

Grigory:
Deflect/Blazing Edge
Cross Slash (Stonebound Ability Card)

Alek:
Azure Solution/Amber Essence
Unstable Tonic/Mirroring Potion

Battle Event - AMBUSH

Place a 'C1:3 Boss' on an enemy dashboard in slot I, slot II, slot III and slot IV of the battlefield. Shuffle the AI deck for 'C1:3 Boss' and place 2 AI cards from the deck on each dashboard in the AI draw pile face down.

Each 'C1:3 Boss' gains 3 blue cubes (defense) at the END of the first round. Cubes are removed at the start of boss's turn as normal.

Enemies ignore Evasion Chips.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Topaz (Speaking Stone Card)

C1:4
Campaign Requirement: Campaign 1.
Guard Requirement: Grigory and Alek.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may only use 3 Star Weapon and Armor Cards. Guards may not use any Item Cards. Chip bags must not have any green chips at the start of the battle.

Battle Event - AMBUSH

Place a '4 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place 'C1:4 Boss' and AI deck on an enemy dashboard in slot III of the battlefield. **C1:4 Boss has +2 ATK, +3 AP, and +20 HP over base stats.**

All enemies gain 5 blue cubes (defense) at the END of the first round. Cubes are removed at the start of enemies' turn as normal.

Enemies ignore Evasion Chips.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x True Light (Universal Stonebound Ability Card)
1x Lapis Lazuli (Speaking Stone Card)
1x Star Fragment (Speaking Stone Card)

Fort Istra - Index - Courtyard

Spirit Boss Challenges

C3:1
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin and Vera.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 1 Star Weapon and Armor Cards. Guards may each have up to 1 Item Card in their Item Slot and Satchel Slots. Ruinous Seed Item cannot be used. Chip bags must not have any green chips at the start of the battle.

Kharzin:
Charge!/Provoke
Radial Barrage (Stonebound Ability Card)

Vera:
Side Step/Multi Shot
Barrage (Stonebound Ability Card)

Battle Event

Place 'C3:1 Boss' on an enemy dashboard in slot I of the battlefield. **C3:1 Boss has +2 ATK over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Onyx (Speaking Stone Card)

C3:2
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin and Vera.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 1 Star Weapon and Armor Cards. Guards may each have up to 1 Item Card in their Item Slot and Satchel Slots. Ruinous Seed Item cannot be used. Chip bags must not have any green chips at the start of the battle.

Kharzin:
Leadership/Bandage Up
Advancement/Spear Dive
Veteran Guard (Stonebound Ability Card)

Vera:
Hidden Dagger/Bullseye
Inner Fire (Stonebound Ability Card)

Battle Event

Place 'C3:2 Boss' on an enemy dashboard in slot I of the battlefield. **C3:2 Boss has +1 ATK, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Earthen Shield (Universal Stonebound Ability Card)

Fort Istra - Index - Courtyard

Spirit Boss Challenges

C3:3
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin and Vera.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 3 Star Weapon and Armor Cards. Guards may not use any Item Cards. Guards may not use ANY Universal Stonebound Ability Cards. Chip bags must not have any green chips at the start of the battle.

Kharzin:
Body Guard/Bulwark
Sentinel/Nature's Breath
Armor of Light (Stonebound Ability Card)

Vera:
Poison Arrow/Freezing Arrow
Healing Volley (Stonebound Ability Card)

Battle Event - AMBUSH

Place a '4 Star - Kingsguard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place 'C3:3 Boss' and AI deck on an enemy deshboard in slot III of the battlefield.

All enemies gain 3 blue cubes (defense) at the END of the first round. Cubes are removed at the start of boss's turn as normal.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Serenity (Universal Stonebound Ability Card)

C3:4
Campaign Requirement: Campaign 3.
Guard Requirement: Kharzin and Vera.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 4 Star Weapon and Armor Cards. Guards may not use any Item Cards. Guards may not use ANY Universal Stonebound Ability Cards. Chip bags must not have any green chips at the start of the battle.

Kharzin:
No Restrictions

Vera:
No Restrictions

Battle Event - AMBUSH

Place 'Boss - Vouno Mines Creature' and AI deck on an enemy dashboard in slot I of the battlefield. Place 'C3:4 Boss' and AI deck on an enemy deshboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Peridot (Speaking Stone Card)

Fort Istra - Index - Courtyard

Spirit Boss Challenges

C4:1
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel and Yana.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 1 Star Weapon and Armor Cards. Guards may not use any Item Cards. Chip bags must not have any green chips at the start of the battle.

Pavel:
Dark Hammer/Frost Hammer
Frozen Armor (Stonebound Ability Card)
Lion's Roar (Stonebound Ability Card)

Yana:
Remedy Wave/Water Spring
Prayer of Healing (Stonebound Ability Card)

Battle Event

Place a '3 Star - Volkrok' and AI deck on an enemy dashboard in slot I of the battlefield. Place 'C4:1 Boss' on an enemy dashboard in slot III of the battlefield.
C4:1 Boss has +1 ATK over base stats.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Stratagem (Universal Stonebound Ability Card)

C4:2
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel and Yana.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 2 Star Weapon and Armor Cards. Guards may not use any Item Cards. Guards may not use ANY Universal Stonebound Ability Cards. Chip bags must not have any green chips at the start of the battle.

Pavel:
Rend Armor/Earth Shatter
Obsidian Formation (Stonebound Ability Card)

Yana:
Remedy Wave/Water Spring
Refiner's Fire (Stonebound Ability Card)

Battle Event

Place a '4 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot I of the battlefield. Place 'C4:2 Boss' on an enemy dashboard in slot III of the battlefield. Place a '4 Star - Tumani Mender' and AI deck on an enemy dashboard in slot IV of the battlefield.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Peridot (Speaking Stone Card)

Fort Istra - Index - Courtyard

Spirit Boss Challenges

C4:3
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel and Yana.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 3 Star Weapon and Armor Cards. Guards may not use any Item Cards. Guards may not use ANY Universal Stonebound Ability Cards. Chip bags must not have any green chips at the start of the battle.

Pavel:
Silver Torrent/Toxic Slam

Yana:
Remedy Wave/Water Spring

Battle Event - AMBUSH

Place a '4 Star - Disruptor' and AI deck on an enemy dashboard in slot I of the battlefield. Place 'C4:3 Boss' on an enemy dashboard in slot III of the battlefield.

All enemies gain 5 blue cubes (defense) at the END of the first round. Cubes are removed at the start of enemies' turn as normal.

Enemies ignore Evasion Chips.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Earthen Blade (Universal Stonebound Ability Card)
1x Coral (Speaking Stone Card)

End Game
Campaign Requirement: Complete Campaign 5.
Guard Requirement: Any two Guards.
Battle Requirement: Defeat all enemies.
Special Requirement: Chip bags must not have any green chips at the start of the battle.

Battle Event

Place 'C5:5 Boss' on an enemy dashboard in slot I of the battlefield. Place 'C5:6 Boss' on an enemy dashboard in slot II of the battlefield. Place 'C5:1 Boss' on an enemy dashboard in slot III of the battlefield. Place 'C5:9 Boss' on an enemy dashboard in slot IV of the battlefield.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
Your name is recorded in the 'Hall of the Stonebound' in our official Discord server.

Fort Istra - Index - Courtyard

Spirit Boss Challenges

C4:1
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel and Yana.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 1 Star Weapon and Armor Cards. Guards may not use any Item Cards. Chip bags must not have any green chips at the start of the battle.

Pavel:
Dark Hammer/Frost Hammer
Frozen Armor (Stonebound Ability Card)
Lion's Roar (Stonebound Ability Card)

Yana:
Remedy Wave/Water Spring
Prayer of Healing (Stonebound Ability Card)

Battle Event

Place a '3 Star - Volkrok' and AI deck on an enemy dashboard in slot I of the battlefield. Place 'C4:1 Boss' on an enemy dashboard in slot III of the battlefield.
C4:1 Boss has +1 ATK over base stats.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Stratagem (Universal Stonebound Ability Card)

C4:2
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel and Yana.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 2 Star Weapon and Armor Cards. Guards may not use any Item Cards. Guards may not use ANY Universal Stonebound Ability Cards. Chip bags must not have any green chips at the start of the battle.

Pavel:
Rend Armor/Earth Shatter
Obsidian Formation (Stonebound Ability Card)

Yana:
Remedy Wave/Water Spring
Refiner's Fire (Stonebound Ability Card)

Battle Event

Place a '4 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot I of the battlefield. Place 'C4:2 Boss' on an enemy dashboard in slot III of the battlefield. Place a '4 Star - Tumani Mender' and AI deck on an enemy dashboard in slot IV of the battlefield.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Peridot (Speaking Stone Card)

Fort Istra - Index - Courtyard

Spirit Boss Challenges

C4:3
Campaign Requirement: Campaign 4.
Guard Requirement: Pavel and Yana.
Battle Requirement: Defeat all enemies.
Special Requirement: Guards may not use the Guard Ability Cards and Stonebound Ability Cards listed below. Guards may only use 3 Star Weapon and Armor Cards. Guards may not use any Item Cards. Guards may not use ANY Universal Stonebound Ability Cards. Chip bags must not have any green chips at the start of the battle.

Pavel:
Silver Torrent/Toxic Slam

Yana:
Remedy Wave/Water Spring

Battle Event - AMBUSH

Place a '4 Star - Disruptor' and AI deck on an enemy dashboard in slot I of the battlefield. Place 'C4:3 Boss' on an enemy dashboard in slot III of the battlefield.

All enemies gain 5 blue cubes (defense) at the END of the first round. Cubes are removed at the start of enemies' turn as normal.

Enemies ignore Evasion Chips.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
1x Earthen Blade (Universal Stonebound Ability Card)
1x Coral (Speaking Stone Card)

End Game
Campaign Requirement: Complete Campaign 5.
Guard Requirement: Any two Guards.
Battle Requirement: Defeat all enemies.
Special Requirement: Chip bags must not have any green chips at the start of the battle.

Battle Event

Place 'C5:5 Boss' on an enemy dashboard in slot I of the battlefield. Place 'C5:6 Boss' on an enemy dashboard in slot II of the battlefield. Place 'C5:1 Boss' on an enemy dashboard in slot III of the battlefield. Place 'C5:9 Boss' on an enemy dashboard in slot IV of the battlefield.

Begin Battle Phase

If defeated: Reset the Guards' HP back to maximum, and remove all negative chips from both bags.

All requirements met?

Obtain:
Your name is recorded in the 'Hall of the Stonebound' in our official Discord server.

Fort Istra - Index - Stash

The Fort Istra Stash stores inventory not currently held by the Guards. When visiting Fort Istra you may choose to store any cards that are in the Guards' satchel slots in the Stash. Stored cards are returned to the supply, and then recorded in this index. You may also store Sil currently held by the Guards.

Cards and Sil stored in the Stash can only be accessed by moving the Guards to a node within Fort Istra. They are not accessible for use when visiting other locations around Isofar.

Each Campaign has a separate Stash which means Guards in other Campaigns cannot access cards and Sil in the Stash from previous Campaigns. However, in Campaign 5 the Stash contents from the previous four Campaigns are combined and the Guards will be able to use all of the contents freely. Note that the contents are always limited by the availability of the components that represent them.

How to Use:

Move the Guards to any node within Fort Istra. To store cards in the Stash, remove the cards from the Guard's satchel slots and return them to the supply. Then record the numerical value in this index for the current Campaign by marking the boxes with an "X" using a pencil. You will need to write the names of Weapons, Armor and Accessories. When removing cards from the Stash, modify the recorded value in this index by erasing the "X", and place the card back in the Guard's satchel slot.

To store Sil in the Stash, reduce the Sil value on the Sil Dual Dial, and record the numerical value in this index. When removing Sil from the Stash, modify the numerical value in this index and adjust the Sil Dual Dial accordingly.

When using actions at other Fort Istra buildings the cards and Sil stored at the Stash are available for use. When this happens, modify the numerical value in the Stash.

In addition to the pages in this book, you can find printable pdf files and alternate options on our website at:

www.thestoneboundsaga.com/theisofarianguard

If you would prefer to use a digital resource to track your campaign (including the Fort Istra Stash contents), we have this information on the RulePop site below. Simply scan the QR code to be taken to the resource.

isofarian-guard.rulepop.com

Example:

Sil 65

Harvesting

Pine	X X
Rosewood	
Ash	X
Autumn Blaze	
Dogwood	
Cedar	X X X
Cherry	
Ancient Oak	

Fort Istra - Index - Stash - Campaign 1

Sil

Harvesting

Pine
Rosewood
Ash
Autumn Blaze
Dogwood
Cedar
Cherry
Ancient Oak

Mining

Iron Ore
Silver Ore
Gold Ore
Agate Ore
Crystal Ore
Diamond Ore

Enemy Drops

Metal Fragments
Wolf Pelt
Bone Fragments
Feathers
Animal Hide
Bear Pelt
Claw

Rough Leather
Horn
Spines
Scales
Carapace
Tenebris Shards
Tenebris Skull

Items

- Aged Drink
- Amethyst Trout
- Barrier Tonic
- Bottled Courage
- Clayhorn Steak
- Coastal Bluecaps
- Cooked Fish
- Dusk Tuna
- Emerald Koi
- Falmundian Rosehips
- Foxtail Carp
- Golden Potato
- Health Potion
- Invigorating Potion
- Midnight Hydrangea
- Mir Bread
- Purifying Dust
- Purifying Seed
- Raven's Beak Flask
- Ruinous Dust
- Ruinous Seed
- Ryba Blue Fins
- Smoke Bomb
- Spicy Stew
- Tent
- Zoya's Elixir

Accessories

Weapons

Armor

Speaking Stones

- Adamant
- Ancient Roots
- Aquamarine
- Aventurine
- Black Diamond
- Carnelian
- Coral
- Diamond
- Garnet
- Gold
- Jacinth
- Jade
- Lapis Lazuli
- Obsidian
- Onyx
- Orichalcum
- Pearl
- Peridot
- Rainbow Obsidian
- Star Fragment
- Star Quartz
- Topaz

Tools

- Wood Chopping Axe
- Pickaxe
- Fishing Pole
- Master Angler
- Expanded Satchel

Stash Notes

Fort Istra - Index - Stash - Campaign 2

Sil

Harvesting

- Pine
- Rosewood
- Ash
- Autumn Blaze
- Dogwood
- Cedar
- Cherry
- Ancient Oak

Mining

- Iron Ore
- Silver Ore
- Gold Ore
- Agate Ore
- Crystal Ore
- Diamond Ore

Enemy Drops

- Metal Fragments
- Wolf Pelt
- Bone Fragments
- Feathers
- Animal Hide
- Bear Pelt
- Claw
- Rough Leather
- Horn
- Spines
- Scales
- Carapace
- Tenebris Shards
- Tenebris Skull

Fort Istra - Index - Stash - Campaign 2 - Continued

Items

- Aged Drink
- Amethyst Trout
- Barrier Tonic
- Bottled Courage
- Clayhorn Steak
- Coastal Bluecaps
- Cooked Fish
- Dusk Tuna
- Emerald Koi
- Falmundian Rosehips
- Foxtail Carp
- Golden Potato
- Health Potion
- Invigorating Potion
- Midnight Hydrangea
- Mir Bread
- Purifying Dust
- Purifying Seed
- Raven's Beak Flask
- Ruinous Dust
- Ruinous Seed
- Ryba Blue Fins
- Smoke Bomb
- Spicy Stew
- Tent
- Zoya's Elixir

Accessories

Weapons

Armor

Speaking Stones

- Adamant
- Ancient Roots
- Aquamarine
- Aventurine
- Black Diamond
- Carnelian
- Coral
- Diamond
- Garnet
- Gold
- Jacinth
- Jade
- Lapis Lazuli
- Obsidian
- Onyx
- Orichalcum
- Pearl
- Peridot
- Rainbow Obsidian
- Star Fragment
- Star Quartz
- Topaz

Tools

- Wood Chopping Axe
- Pickaxe
- Fishing Pole
- Master Angler
- Expanded Satchel

Stash Notes

Sil

Harvesting

- Pine
- Rosewood
- Ash
- Autumn Blaze
- Dogwood
- Cedar
- Cherry
- Ancient Oak

Mining

- Iron Ore
- Silver Ore
- Gold Ore
- Agate Ore
- Crystal Ore
- Diamond Ore

Enemy Drops

- Metal Fragments
- Wolf Pelt
- Bone Fragments
- Feathers
- Animal Hide
- Bear Pelt
- Claw
- Rough Leather
- Horn
- Spines
- Scales
- Carapace
- Tenebris Shards
- Tenebris Skull

Items

- Aged Drink
- Amethyst Trout
- Barrier Tonic
- Bottled Courage
- Clayhorn Steak
- Coastal Bluecaps
- Cooked Fish
- Dusk Tuna
- Emerald Koi
- Falmundian Rosehips
- Foxtail Carp
- Golden Potato
- Health Potion
- Invigorating Potion
- Midnight Hydrangea
- Mir Bread
- Purifying Dust
- Purifying Seed
- Raven's Beak Flask
- Ruinous Dust
- Ruinous Seed
- Ryba Blue Fins
- Smoke Bomb
- Spicy Stew
- Tent
- Zoya's Elixir

Accessories

Fort Istra - Index - Stash - Campaign 3 - Continued

Weapons

Armor

Speaking Stones

- Adamant
- Ancient Roots
- Aquamarine
- Aventurine
- Black Diamond
- Carnelian
- Coral
- Diamond
- Garnet
- Gold
- Jacinth
- Jade
- Lapis Lazuli
- Obsidian
- Onyx
- Orichalcum
- Pearl
- Peridot
- Rainbow Obsidian
- Star Fragment
- Star Quartz
- Topaz

Tools

- Wood Chopping Axe
- Pickaxe
- Fishing Pole
- Master Angler
- Expanded Satchel

Stash Notes

Sil

Harvesting

- Pine
- Rosewood
- Ash
- Autumn Blaze
- Dogwood
- Cedar
- Cherry
- Ancient Oak

Mining

- Iron Ore
- Silver Ore
- Gold Ore
- Agate Ore
- Crystal Ore
- Diamond Ore

Enemy Drops

- Metal Fragments
- Wolf Pelt
- Bone Fragments
- Feathers
- Animal Hide
- Bear Pelt
- Claw
- Rough Leather
- Horn
- Spines
- Scales
- Carapace
- Tenebris Shards
- Tenebris Skull

Items

- Aged Drink
- Amethyst Trout
- Barrier Tonic
- Bottled Courage
- Clayhorn Steak
- Coastal Bluecaps
- Cooked Fish
- Dusk Tuna
- Emerald Koi
- Falmundian Rosehips
- Foxtail Carp
- Golden Potato
- Health Potion
- Invigorating Potion
- Midnight Hydrangea
- Mir Bread
- Purifying Dust
- Purifying Seed
- Raven's Beak Flask
- Ruinous Dust
- Ruinous Seed
- Ryba Blue Fins
- Smoke Bomb
- Spicy Stew
- Tent
- Zoya's Elixir

Accessories

Fort Istra - Index - Stash - Campaign 4 - Continued

Weapons

Armor

Speaking Stones

- Adamant
- Ancient Roots
- Aquamarine
- Aventurine
- Black Diamond
- Carnelian
- Coral
- Diamond
- Garnet
- Gold
- Jacinth
- Jade
- Lapis Lazuli
- Obsidian
- Onyx
- Orichalcum
- Pearl
- Peridot
- Rainbow Obsidian
- Star Fragment
- Star Quartz
- Topaz

Tools

- Wood Chopping Axe
- Pickaxe
- Fishing Pole
- Master Angler
- Expanded Satchel

Stash Notes

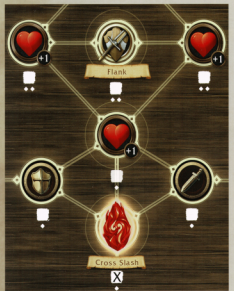
Skill Tree Index

Skill Trees

See pages 39-40 in the Rulebook for "Skill Trees".

In this section you'll unlock new bonuses and abilities for the Guards.

Each Skill Tree has nodes that are connected to each other. You can only unlock nodes that are connected above or orthogonally adjacent to upgrades you have already unlocked on the Skill Trees. When starting each Campaign, the Guards have their first node unlocked by default. In the image below you can see "Cross Slash" that is unlocked for Grigory at the start of Campaign 1 which is marked by an "X". Each time you unlock a node on the Skill Tree you'll mark the box with an "X".



From there you may unlock any of the three connected nodes. To the left is a single black shield chip. Directly above is a stat increase of +1 HP, and to the right is a single black sword chip. Keep in mind that you're not locked to a certain path, and you may progress in any direction provided you have the necessary Lux Essence to unlock the node.

Under each node you'll see the box and one to four dots. The dots indicate the Chapter requirement needed to unlock that node. You can always unlock nodes from previous Chapters if you don't unlock all of them in a particular Chapter.

In the bottom left corner of each Skill Tree is a "Key" that shows the required Lux Essence needed to unlock a node from each Chapter. Once a node is unlocked, you'll mark the box next to the node with an "X" and you'll then subtract that amount of Lux Essence from the "Lux Dual Dial" for the Guards. Note that the Lux Essence supply is a pool of experience used by both Guards.

Once a node has been unlocked the Guard immediately gains the bonus listed. The process for unlocking nodes on the Skill Trees can only be done during the exploration phase.

Shield Bash
Voice of the King
Hold The Line
Dash
Focused Stance
Aid Provisions
Hunt
Meditate
Adjust Stance
Cross Slash
Key:
Chapter 1
10 LUX
Chapter 2
25 LUX
Chapter 3
40 LUX
Chapter 4
75 LUX
Guard
Feint
Advance

Wall of Shields
Blessing of Telion
Fiery Essences
Unstable Tonic
Perfect Love
Blessing of the Wind
Purification
Freezing Brew
Combine
Azure Solution
Reinforcement
Key:
Chapter 1
10 LUX
Chapter 2
25 LUX
Chapter 3
40 LUX
Chapter 4
75 LUX
Crimson Tonic
Cerulean Elixir
Golden Potion

+2
+1
+1
+2
Grace Notes
Ruin Song
Dehydrate
Regen Response
+1
+1
+1
Cadence
Duet
Flame Within
Shofar Blast
Field Notes
Inspire
Harmonize
X
Key:
Chapter 1
10 LUX
Chapter 2
25 LUX
Chapter 3
40 LUX
Chapter 4
75 LUX
Soothing Melody
X
Protective Hymn
X
Find Favor
X

+1
+1
+1
Breaking Point
Frost Shield
Protector
Redirect
+1
+2
+2
+1
+1
Refinement
Velocity
Pinpoint Strike
Whirling Slash
Flash of Lightning
X
Key:
Chapter 1
10 LUX
Chapter 2
25 LUX
Chapter 3
40 LUX
Chapter 4
75 LUX
Culling Blades
X
Intensity
X
Downward Slash
X

Armor of Light
Storm Response
Void Lance
Sentinel
Radial Barrage
Balance Barrier
Charge!
Leadership
Veteran Guard
Key:
Chapter 1
10 LUX
Chapter 2
25 LUX
Chapter 3
40 LUX
Chapter 4
75 LUX
Lance Strike
Bodyguard
Advancement

Ensnare
Encourage
Crippling Arrows
Vanguard's Trap
Healing Volley
Barrage
Inner Fire
Hidden Dagger
Poison Arrow
Tracking
Key:
Chapter 1
10 LUX
Chapter 2
25 LUX
Chapter 3
40 LUX
Chapter 4
75 LUX
Quick Shot
Side Step
Piercing Shot

Guard of Isofat
Mighty Flurry
Dig In
Flame Shield
Lion's Roar
Armor Essence
Frozen Armor
Rend Armor
Dark Hammer
Obsidian Formation
Silver Torrent
Pride of Isofat
Adrenaline Rush
Key:
Chapter 1 10 LUX
Chapter 2 25 LUX
Chapter 3 40 LUX
Chapter 4 75 LUX

Eclipse Shatter
Luminous Burst
Spirit's Wind
Cornerstone
Chaos
Prayer of Healing
Elemental Mastery
Manipulation
Cyclone
Remedy Wave
Refiner's Fire
Inferno
Dense Fog
Faith
Key:
Chapter 1 10 LUX
Chapter 2 25 LUX
Chapter 3 40 LUX
Chapter 4 75 LUX

Save Index

In this section, use a pencil to record the current stats of the Guards at the end of each game session. Each save sheet will have fields to record the Guards' current Health, Attack, Defense and Action Points. You'll also record the locations of Stonebound sent on Commissions as well as the party's Sil, Lux Essence, current scene, and last checkpoint.

Grigory	16	4	3	2	2/25, 2/71	27	13	2:4	Fort Istra
Alek	18	3	2	2	Strofa				Courtyard

In the image above you can see sample information from a saved game session. The stats of the Guards should be saved in their 'Game Trayz' insert which hold the cubes and cards in place between sessions, but if the inserts are not used you can reference this index to place the cubes in the Guards' Dashboards. The 'Comissions' field shows that the player has 2 blue cubes on Node 25, 2 blue cubes on Node 71, and 1 yellow cube on the city location of Strofa. Reference page 3 of this book for more on Commissions.

The 'Adventure Journal' area on the bottom of each save sheet can be used to record any other important information needed to continue a game session.

Adventure Journal

The save sheets used in this index are also available to download and print at the site below.

www.thestoneboundsaga.com/theisofarianguard

Resting by the fire...

Grigory									
Alek									
Grigory									
Alek									
Grigory									
Alek									
Grigory									
Alek									
Grigory									
Alek									
Grigory									
Alek									
Grigory									
Alek									
Grigory									
Alek									

Adventure Journal

Resting by the fire...

Catherine									
Yury									
Catherine									
Yury									
Catherine									
Yury									
Catherine									
Yury									
Catherine									
Yury									
Catherine									
Yury									
Catherine									
Yury									
Catherine									
Yury									

Adventure Journal

Resting by the fire...

Kharzin									
Vera									
Kharzin									
Vera									
Kharzin									
Vera									
Kharzin									
Vera									
Kharzin									
Vera									
Kharzin									
Vera									
Kharzin									
Vera									
Kharzin									
Vera									

Adventure Journal

Resting by the fire...

Pavel									
Yana									
Pavel									
Yana									
Pavel									
Yana									
Pavel									
Yana									
Pavel									
Yana									
Pavel									
Yana									
Pavel									
Yana									
Pavel									
Yana									

Adventure Journal

End of Campaign Save Index

In this section, use a pencil to record information about the Guards at the end of each Campaign. These final stats **include** all chip bonuses and stats bonuses given by the Guards' equipment and unlocked Skill Tree bonuses. This information will be referenced at the start of Campaign 5 to continue the story. Any cards in the Guards' satchel slots at the end of a Campaign are recorded in the Fort Istra Stash. After all information has been recorded in this index, return all of the components back to their respective supplies for use in other campaigns.

Campaign 1

Grigory

HP
ATK
DEF
AP

3

2

Weapon

Armor

Speaking Stones

Speaking Stones

Accessory

Item

Alek

HP
ATK
DEF
AP

2

1

Weapon

Armor

Speaking Stones

Speaking Stones

Accessory

Item

End of Campaign Save Index

Campaign 2

Catherine

HP
ATK
DEF
AP

2
1

Weapon
Armor
Speaking Stones
Speaking Stones
Accessory
Item

Yury

HP
ATK
DEF
AP

3
1

Weapon
Armor
Speaking Stones
Speaking Stones
Accessory
Item

End of Campaign Save Index

Campaign 3

Kharzin

HP
ATK
DEF
AP

3
2

Weapon
Armor
Speaking Stones
Speaking Stones
Accessory
Item

Vera

HP
ATK
DEF
AP

2
1

Weapon
Armor
Speaking Stones
Speaking Stones
Accessory
Item

End of Campaign Save Index

Campaign 4

Pavel

HP
ATK
DEF
AP

3

2

Weapon

Armor

Speaking Stones

Speaking Stones

Accessory

Item

Yana

HP
ATK
DEF
AP

2

1

Weapon

Armor

Speaking Stones

Speaking Stones

Accessory

Item

Resting by the fire...

Adventure Journal